Man Ting Mandy Wong

Creative artist and game developer looking for a full time position.

Projects

Leap of Faith - Academic / Personal project

February 2022 - current

- Our team of 6 developed a tabletop card game featuring amphibians at the end of the world, competing to run the best cult of them all
- Currently continuing to develop and playtest our game and aims to publish it in the future
- Procured a manufactured prototype of our game, and showcased it at ImagineRIT to reach a wider audience and playtesters
- As the lead artist, produced most of the card illustrations, both front and back, and designed the game currency tokens using Krita, and following printing specifications
- Continuously held playtests to gather player feedback, then balanced game mechanics and numbers

Tavern Taps - Academic project

September - December 2021

- Our team of 4 developed a tavern management mobile game set in a medieval fantasy world
- As the artist, produced most of the game assets, including sprite sheets of customer characters, environmental elements and entities, backgrounds, and designed a suitable UI for mobile devices.
- Utilized UI Builder inside Unity, along with Krita, and C#

Audio Visualizer / Just Visuals and Audio - Academic project

February - March 2020

- Worked in a pair developing an audio visualizer with settings allowing users to change the visuals
- Developed a toggle to turn it into a game resembling Just Shapes and Beats, where visualizer elements become a bullet hell game
- Designed and implemented user controls, app functionality, and UI
- Utilized Canvas API, Web Audio API, dat.GUI API, JS, HTML, CSS

Work experience

RIT - School of Interactive Games and Media, Rochester, NY
Artist for Changeling

January - May 2021

- Changeling is a VR game being developed in Unreal 4 using different traditional art styles to reflect characters' personalities and feelings in their respective levels
- Made concept art and some textures for 3D models in father's level for the dev team
- Made 2D assets for web team
- Art done with Krita, Rebelle 4, and traditionally with chinese ink painting

Contact info

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Instagram: @sheroine_

Education

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science in Game Design and Development
Minor in Digital Literatures and Comparative Media
GPA: 3.66
On Dean's List every semester 2017 - 2022

Expected 2022

Skills

Programming languages: Javascript, HTML, CSS, C#, C++

Tools: Krita, Visual Studio Code, Visual Studio 2022, Unity, Unreal Engine, Github, Photoshop CC

Extra curricular

Art House, Special Interest House, Rochester, NY

August 2017 - May 2022

Member

- Creates art for selling at conventions
- Volunteers at Art House events at tables and set ups